

Obsidian GROUP

WEAPONS LOCKER

Obsidian Group Firearms

WEAPON NAME	CALIBER	DAMAGE	RoF	CLIP	RANGE	MAL.	HP
HEAVY PISTOLS							
OG Viper	.44	1D10+1D4+2	1	7	15	98-96-75	12
OG- M1	10mm	1D10+1	2	10	15	98-96-75	10
OG -180	.50	1D10+1D6+3	1	7	15	94-96-75	9
OG -44	.44	1D10+1D4+2	1	7	15	98-96-75	12
OG -50 Mark I	.50	1D10+1D6+3	1	10	15	98-96-75	12
VERY HEAVY PISTOLS							
OG Viper II	.50	1D10+1D6+3	1	7	15	94-96-75	10
OG Warlord	.50	1D10+1D6+3	1	7	15	94-96-75	10
OG Enforcer*	10mm	1D10+1/stun	1/3/10	10	15	98-96-75	12
OG -50 Mark IIa	.50	2D10 + 4	2	11	15	98-96-75	12
OG -50 Mark IIb	.50	2D10 + 4	3	8	15	00-00-96	12
OG -666	.666	2D8+1D6+3	1	3	15	00-00-96	14
HEAVY LONG ARMS							
OG -105 "Hellbringer"	.22/Flechette	1D4+2	10/30/60	150	40	00-97-75	12
SUBMACHINE GUNS							
FN P90	5.7mm FN	1D6+1	1, 3 or 20	50	20	98-96-75	12
IMI Micro Uzi	9mm P	1D10	2 or 20	20	15	98-96-75	10
IMI Mini Uzi	9mm P	1D10	2 or 20	25	15	98-96-75	10
IMI Uzi	9mm P	1D10	2 or 20	32	20	98-96-75	12
MAC Ingram M10	.45 ACP	1D10+2	1 or 20	32	15	98-96-75	10
MAC Ingram M11	.380 Auto	1D10	2 or 20	16	15	98-96-75	10



AG 50. CAL

The **Obsidian GROUP 50. Caliber Pistol Mark IIa** was created to give OG Field Agents more of a fighting chance while out in the field. After multiple operations in which agents simply didn't have the stopping power to put an adversary down, the OG 50. Cal was the answer.

This Pistol has a 11 round clip, and a rubber hand grip. This pistol fires the same rounds that a desert eagle fires, while being a relatively light weight pistol.

Shots Per Round: 2 **Damage:** 2D10+4 **Range:** 30 Yards **Clip:** 11 **Malfunction #:** 98-96-75

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The *Obsidian GROUP 50. Caliber Pistol Mark IIb* was an improvement made upon the original design of the OG 50 Cal, but with a more stylized look.

This improved version has a faster firing rate, but at the cost of the size of the clip. This Pistol has a 8 round clip, and a rubber hand grip. This pistol fires the same rounds that a desert eagle fires, while being a relatively light weight pistol.

Shots Per Round: 3 **Damage:** 2D10+4 **Range:** 30 Yards **Clip:** 8 **Malfunction #:** 00-00-96

New Firearms Related Skills

FAST DRAW (BASE 01%)

This is the ability to draw a handgun from a holster or belt swiftly and fire it accurately in the same round. If successful, the rate of fire is reduced by one for this round (minimum of one shot) and if the roll is missed, the weapon is drawn normally and may be fired the next round. The consequences of fumbling the Fast Draw roll can be shocking. A Luck roll must be made and if successful, the weapon is accidentally flung away unless a DEX x5 roll is made, whereupon it is stuck in the holster for the round. If either roll is fumbled, the handgun discharges in the holster doing half damage to the shooter. A second Luck roll is required and if it is missed, full damage is inflicted. Off-hand Fast Draw skill can be developed, but may never exceed the skill with the user's strong hand. Optionally, it may also be developed for blade weapons, but would be rare and would have to be distinguished between knives and swords.

OFF-HAND SHOOTING (BASE 10%)

This is the ability to shoot with one's weak or "off" hand. It applies only to handguns and allows the individual to shoot with either his or her weak hand only or with both hands at the same time. This skill may not exceed that developed for the strong hand.

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Shooting Modifiers

AIMING TIME

Taking time to aim greatly affects the chance to hit. For each uninterrupted round used to carefully aim (up to a maximum of three rounds), the shooter receives an extra bonus to hit equal to 10% of his/her shooting skill. If jostled, struck, startled by a loud explosion, shot, or whatever, this bonus is lost. So, if a soldier armed with a bolt-action rifle has 40% skill with it and takes three rounds to aim, he has an extra 12% chance to hit in addition to any other modifiers.

BRACING

This refers to bracing a weapon on a wall, sofa, log, bipod, or similar object. Bracing allows the shooter to add an extra 10% of his or her shooting skill to the chance to hit.

DODGING TARGETS

When a target is attempting to make a Dodge roll, the shooter must roll lower than the target that is attempting to dodge to successfully hit their target.

FIRING IN DARKNESS

The shooter reduces their shooting skill by ½ (half), and then attempts to make the roll as normal.

FIRING IN HIGH WINDS

The shooter reduces their shooting skill by 10%, and then attempts to make the roll as normal.

FIRING AT TARGETS USING COVER

The shooter reduces their shooting skill by 30%, and then attempts to make the roll as normal; providing that their target is exposing themselves to return fire at the shooter.

MOVING SHOOTER

Firing a weapon is difficult enough, but when one is walking or running, the task is even more difficult. When walking, the shooter is at 75% of his/her chance to hit. Running shooters are at 50% of their chance to hit and those that are dodging are at 25% of their chance to hit (assuming the Keeper allows any even remotely accurate fire at all).

STATIONARY TARGETS

If the target is unmoving, a hit is much more likely. The modifier in such a case is +20%. Note that only a complete fool would knowingly stand utterly still when coming under fire and most spells when cast do not require the caster to remain absolutely motionless.

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Specialty Ammunitions

SOUNDER ROUNDS

This type of ammunition is actually very small bombs that are designed to create a loud, piercing noise. When fired, all people in the area of effect (20 ft. radius) are affected if they fail to successfully make a CON x 3 roll. If an investigator fails this roll, their DEX is reduced by half and all listen and spot hidden skills (Keepers Discretion: and coordination based skills such as Handgun, etc...) are halved for the next 10 rounds. If more than one bullet is fired, the effects are cumulative (example: if 2 bullets are fired the effects for 2 bullets would be 20 rounds, etc...) Only hearing protection such as high grade ear plugs can protect an investigator from the debilitating effects of this ammunition.

Ectoplasmic Disruptor Rounds "Midnight Specials"

This type of ammunition is designed to track ghosts or other incorporeal entities by their ectoplasmic energies. When an incorporeal entity is located, these bullets home in on the closest ectoplasmic energy trail. Upon reaching the center of the energy field, these bullets explode in a wave of energy that is specifically designed to cause harm to incorporeal entities. Humans and animals are unharmed by the energy emitted by these bullets, but psychics exposed to the radiation from these bullets lose 1D6 PSI Points each time they are exposed to the energy explosions of these bullets. Incorporeal entities take 1D10+2 points of damage per hit.

SILVER ROUNDS

This type of ammunition was designed specifically to deal with Vampires and Werewolves. These bullets do double their standard damage to Vampires and Werewolves because of their allergy to silver.

TRACKER ROUNDS

This type of ammunition inflicts only half the damage for a bullet of its type. But the damage is only meant to be enough to insert a very small intramuscular tracking device. This device has a range of 100 miles and is impossible to detect by normal bug scanning procedures. The tracking agent itself is an amalgam of organic materials and nanites and is otherwise harmless to the victim. The normal immune system of a human being takes no notice of the tracking beacon, however the tracking beacon only remains active in the victim for 72 hours before ceasing to transmit its signal.

MERCURY-FILLED ROUNDS "QUICKSILVERS"

This type of ammunition was designed specifically to deal with Vampires and Werewolves. These bullets do double their standard damage +1 to Vampires and Werewolves, because of their extreme allergies to silver, the quicksilver of Mercury seems to have the same effect as a normal silver bullet. For Vampires and Werewolves, these bullets are particularly nasty, because once the Quicksilver gets into their blood streams it stops them from being able to regenerate damage done to them. They also take 1D4 points of burn damage for 2 rounds after they were first shot with this type of bullet. After the 2 rounds of damage, the Quicksilver will remain in their blood streams at non-damaging levels until they have had at least 8 hours of rest for the Quicksilver to work its way out of their systems.

UV ROUNDS (ULTRAVIOLET)

This type of ammunition was designed specifically to deal with deals. These bullets use a radioactive isotope that emits Ultraviolet Radiation, when hit with these bullets Vampires take triple the standard damage from a bullet of its type. For every round that the Vampire can not dig out the UV bullet that is lodged in them, they take 1D6 points of burn damage that can not be regenerated until nightfall and they have fed. Because of the radioactive isotope that is inside of these bullets, the bullets themselves glow in low lighting. It is thought these bullets were originally created for the army to be used as a new type of tracer round.

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HELLFIRE ROUNDS

This type of ammunition is only useable in shotguns that are specially prepared to use these shells, as they will destroy the integrity of standard shotgun barrel within 3 shots. These shells once fired shoot a white-hot burning shotgun slug at the target. The Hellfire round does 2D10 +1D6 + 6 points of damage to any target it hits. These shells are particular useful against Vampires.

WHITE PHOSPHOROUS ROUNDS

This type of bullet is tipped in White Phosphorous; when it impacts with a target is inflicts terrible burns. Known as "Willie Ps" on the Black Market, when a target is hit with this ammunition the targets takes an addition 1D6 of burn damage on top of the damage inflicted by the bullet itself. On top of all of this, there is a 25% chance that a targets clothing will ignite when struck by ammunition of this type. Willie P rounds go off if they strike anything between the shooter and the target.

BLACK TALONS ROUNDS

This type of ammunition is similar to Hollow Points, in the case of Black Talons when the round is fired from the weapon, the copper jacket that is on the round peels back in the form of six sharp claws. These claws curl outward beyond the smooth outer edges of the mushroom-shaped shoulder, lacerating surrounding flesh as the bullet speeds through its target. Black Talons cause serious, bloody wounds. Targets hit with type of ammunition take the standard damage +2 from the round, in addition to this damage, until a successful First Aid or Medicine roll is made, the victim will lose 1 Hit Point per round until the victim bleeds out and dies or until someone is able to make a successful First Aid or Medicine roll.

EXPLODING ROUNDS AKA "DUM-DUMS"

This type of ammunition explodes upon impact with the target; it does standard damage for bullets of its type +1D4 damage because of the explosion. These bullets have a small drop of mercury in the bullet's central cavity, sealed with wax. On impact, the hydrostatic forces in the mercury transfer out, effectively detonating the round.

BLESSED ROUNDS

Any ammunition type can be Blessed by a Practitioner of a Religion. Once blessed, the ammunition does +3 points of damage on top of what it normally does to creatures and entities that are susceptible to items of faith.

ARMOR PIERCING (AP) ROUNDS

This type of ammunition is meant to penetrate armored targets, in regards to rifles using this type of ammunition, use the stats given in the standard Call of Cthulhu and Delta Green rules and ignore any body armor that a target is wearing. For pistols using this type of ammunition; all pistols receive a -1 penalty to damage on each bullet fired, all remaining damage is transferred directly to the target.

HYDRASHOCK ROUNDS

This type of ammunition consists of hollow point rounds with a steel core to increase expansion inside the target. This ammunition's steel core makes it potentially effective against armored targets – when a weapon loaded with hydrashock rounds successfully hits a target, it inflicts an extra 1D4 damage. Body Armor's Hit Points is halved in regards to this type of ammunition.

DRAGONS BREATH ROUNDS

This type of ammunition is meant to mimic the effects of a flamethrower in the compactness of a shotgun round. For purposes of system, these rounds do 2D6 + Shock damage (same as a standard flamethrower), but this type of ammunition is only useable in shotguns that are specially prepared to use these shells, as they will destroy the integrity of standard shotgun barrel within 3 shots.

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JAMMER ROUNDS

This type of ammunition is a subsonic slug that has been outfitted with a tiny transmitter, the jammer round disrupts electronic devices without destroying them or affecting nearby devices. The jammer round has an effective jamming range of a 5 ft radius, any device within this radius becomes non-functional for 5 rounds.

FLECHETTE ROUNDS

This type of ammunition fires bundles of tiny, razor-sharp aerofoils. The bundles expand upon exiting the barrel, maximizing the damage area (though the aerofoils lack real penetrating power). The majority of the damage from flechette rounds is due to blood loss and nerve and muscle damage, rather than serious internal injuries. The aerofoils also tend to lose momentum more quickly than standard slug ammunition; the damage is halved at ranges greater than the standard range of the weapon in question. Flechette rounds do the standard damage for ammunition of their type, +1D4. Against targets in body armor, halve the total damage once it is rolled.

Specialty Grenades

EMP GRENADES (ELECTROMAGNETIC PULSE)

This type of grenade releases an electromagnetic pulse that instantly shorts out all electrical devices(including computers) within a 30 ft. radius of the grenade; only electronics that are shielded against EMP are protected from these grenades. Entities that are electrical in nature or that produce massive amounts of energy in their attacks are susceptible to EMP and take 4D6 damage from these grenades.

UV GRENADES (ULTRAVIOLET)

This type of grenade releases a violent burst of ultraviolet light that affects a blast radius of 30 ft. All creatures that are susceptible to sun light or light from the UV spectrum take 4D6 points of burn damage from this type of grenade. The light from these grenades is blinding and potentially damaging to an investigators eyes; as such anyone that is in the blast radius of a UV grenade and doesn't have some form of eye protection will be blinded for 10 rounds, there is a 5% chance that the blindness will last a full day, and a 1% chance that the blindness caused by looking into the blast area of a UV grenade will permanently blind as they optic nerved were fried from the burst of intense light.

WHITE PHOSPHOROUS GRENADES

This type of grenade explodes in a conflagration fire and shrapnel over a radius of 20 ft. All corporeal creatures caught within the blast radius take 6D6 of burn and shrapnel damage + Shock.

ECTOPLASMIC DISRUPTOR GRENADES "MIDNIGHT SPECIALS"

This type of grenade is designed to disrupt the ectoplasmic energies of incorporeal entities with an explosive wave of energy, this energy is specifically designed to cause harm to incorporeal entities. Humans and animals are unharmed by the energy emitted by these bullets, but psychics exposed to the radiation from these bullets loss 2D6 PSI Points each time they are exposed to the energy explosions of these bullets. Incorporeal entities take 3D10+6 points of damage per explosion.

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ACID GRENADES

This type of grenade is designed to explode releasing damaging acid to all targets within a 20 ft. radius. All targets take 3D6 points of acid damage. These grenades tend to be particularly horrific because of their potential to permanently maim and scar their victims.

FREEZE GRENADES

This type of grenade is designed to explode releasing a freezing cloud of nitrogen that does 2D6 points of damage to all creatures within the 20 ft. radius of the detonation. This type of grenade is particularly useful against fire based entities, as it does 4D6 points of damage to them.

STUN GRENADES

This type of grenade is designed to explode in a pulse of light and sound that stun their targets for 1D10 rounds. All targets caught within the 30 ft radius of a stun grenade must make a Con x3 roll or be blinded and deafened for the above 1D10 rounds. These grenades are purposefully meant to be non-lethal.

Specialty Weapons

MONOFILAMENT KATANA

At first inspection, this weapon appears to be nothing more than normal katana with a few buttons on the hilt, when activated the blade glows and its edge takes on a white hot glow. The edge of the blade, and its inner core have a monofilament wire embedded in it. In combat these weapons are deadly, because of the monofilament embedded within the blade, this type of sword can cut through almost anything. The base skill to use this weapon is 5%, this weapon does 2D10 + Damage Bonus to any target the wielder hits, in most cases this is more than enough to carve an adult man in two.